

FIG. 1 is a block diagram of a game development system 10.

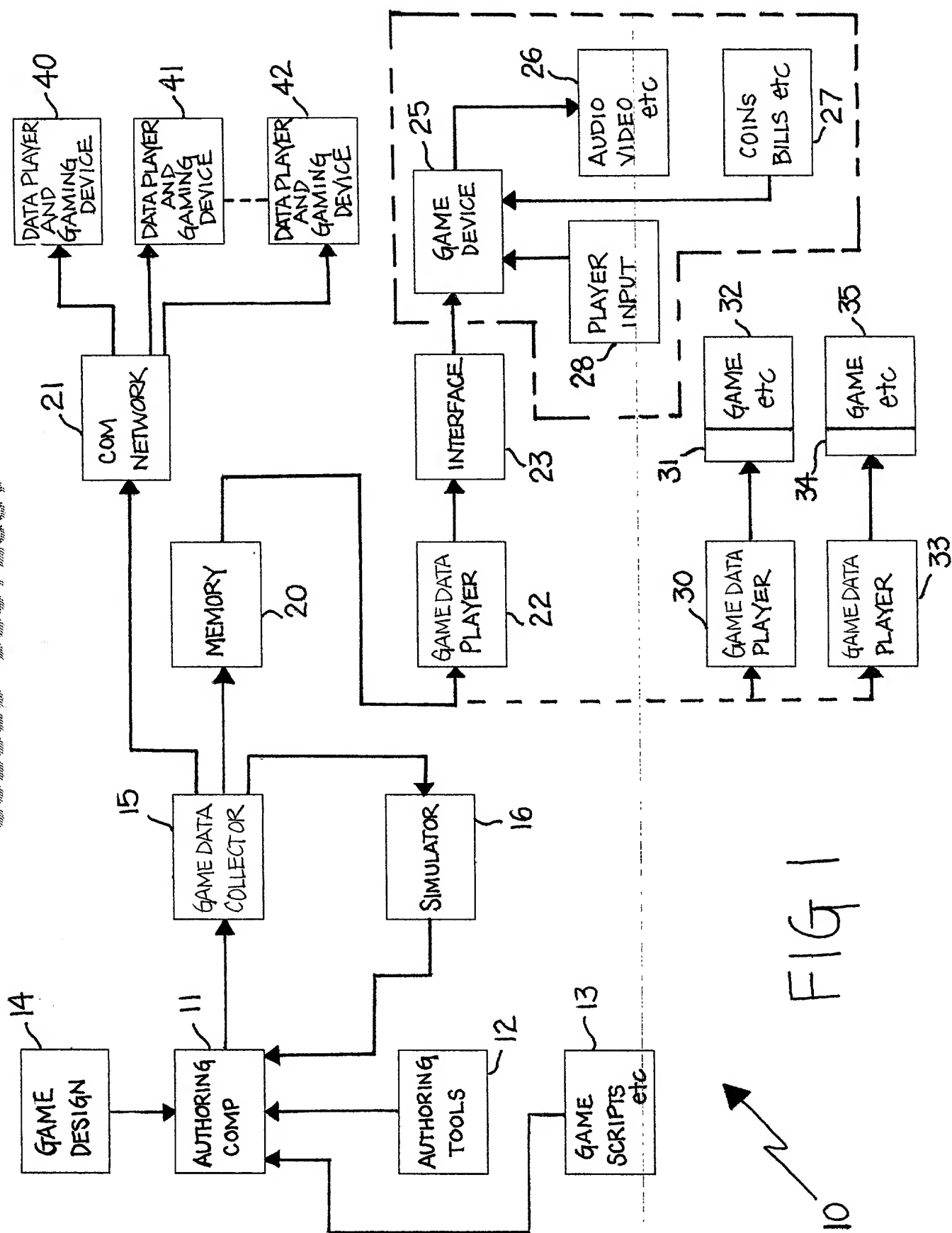


FIG 1

FIG. 2

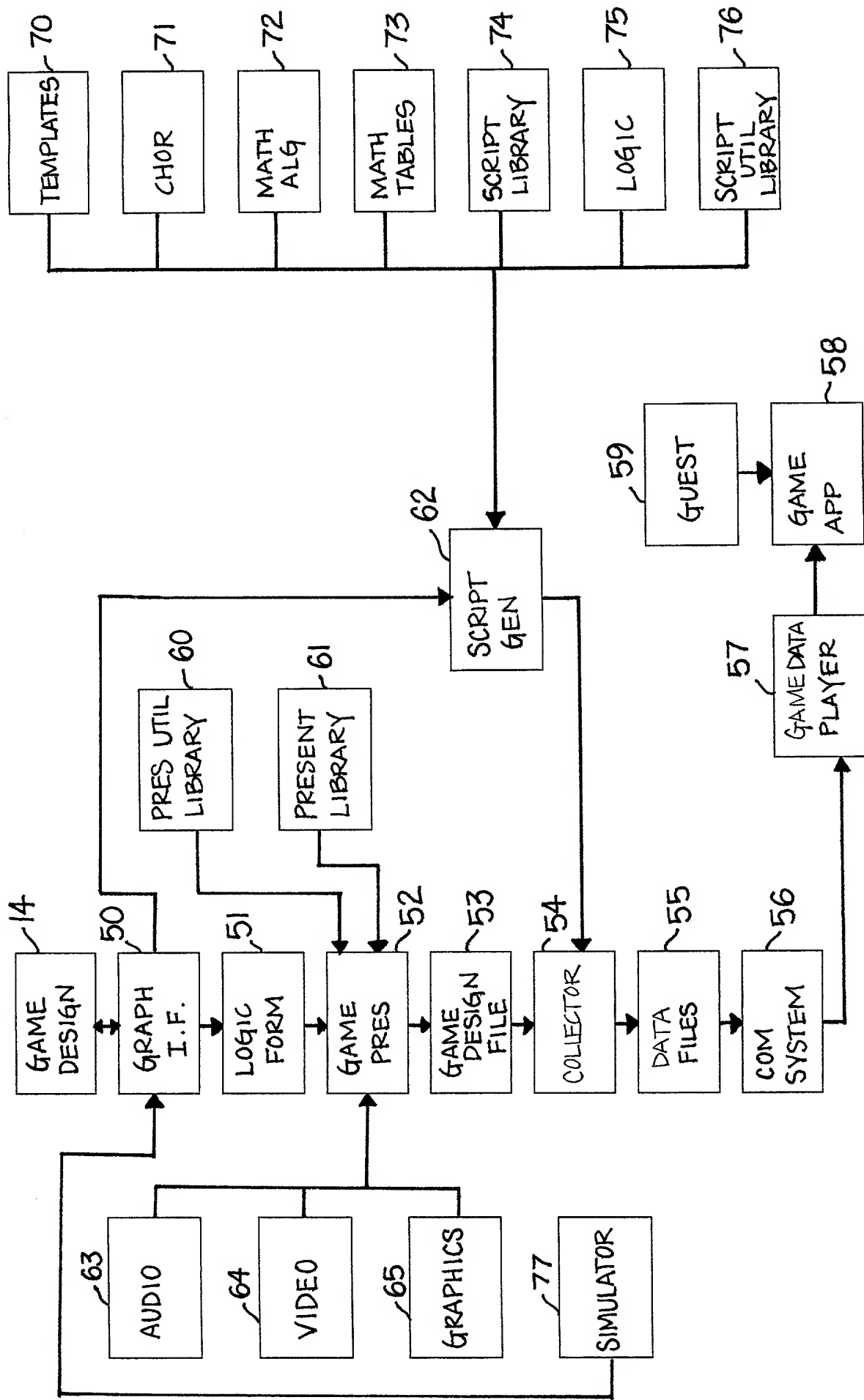
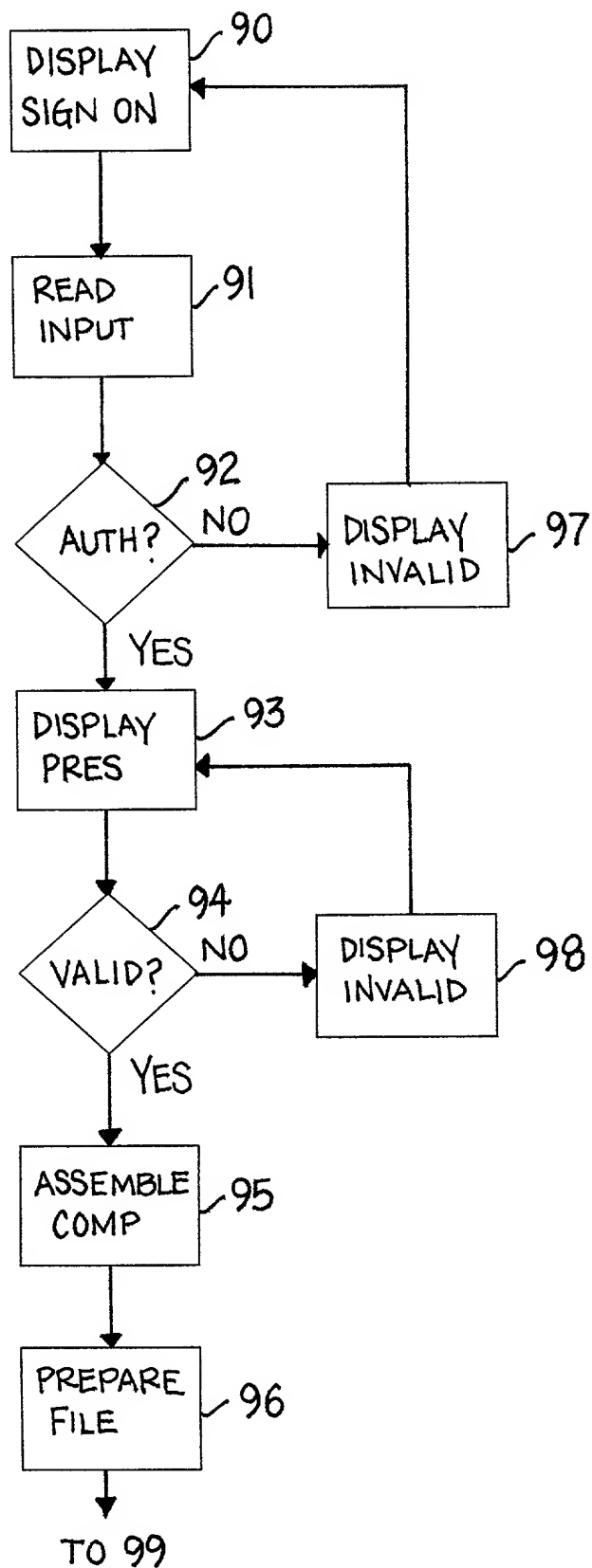


FIG 3A



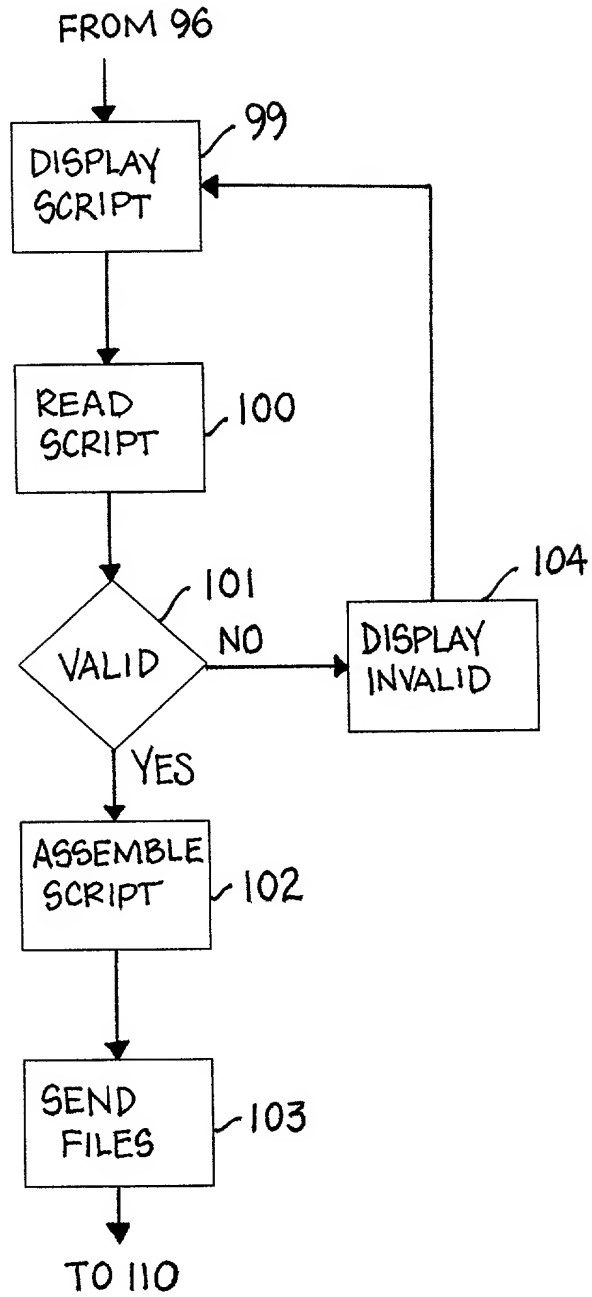


FIG 3B

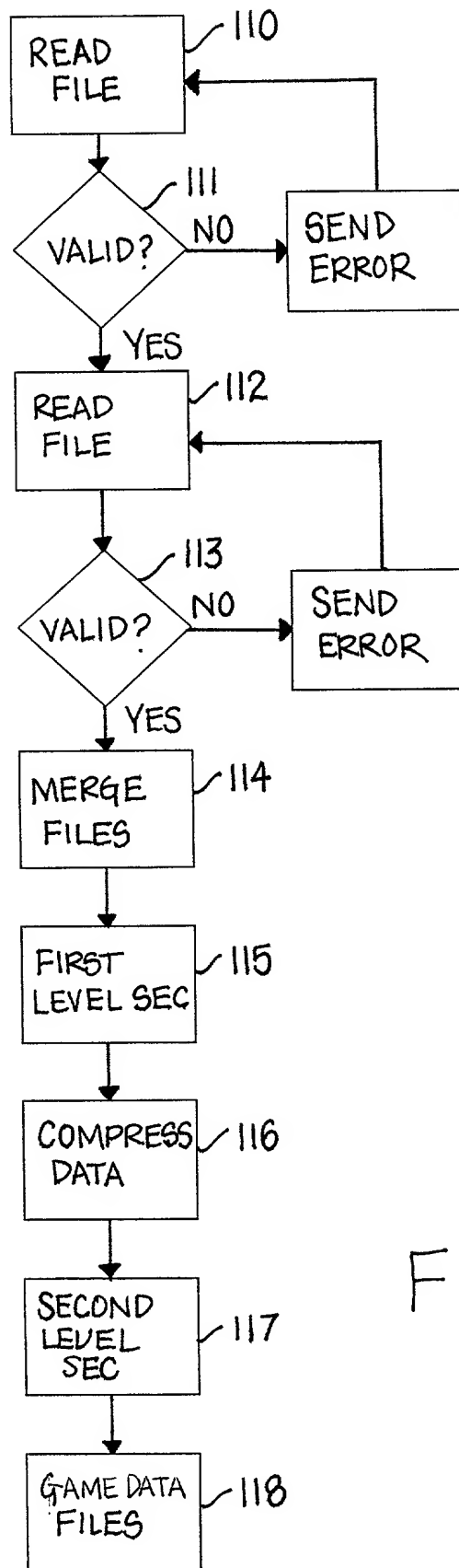


FIG 4

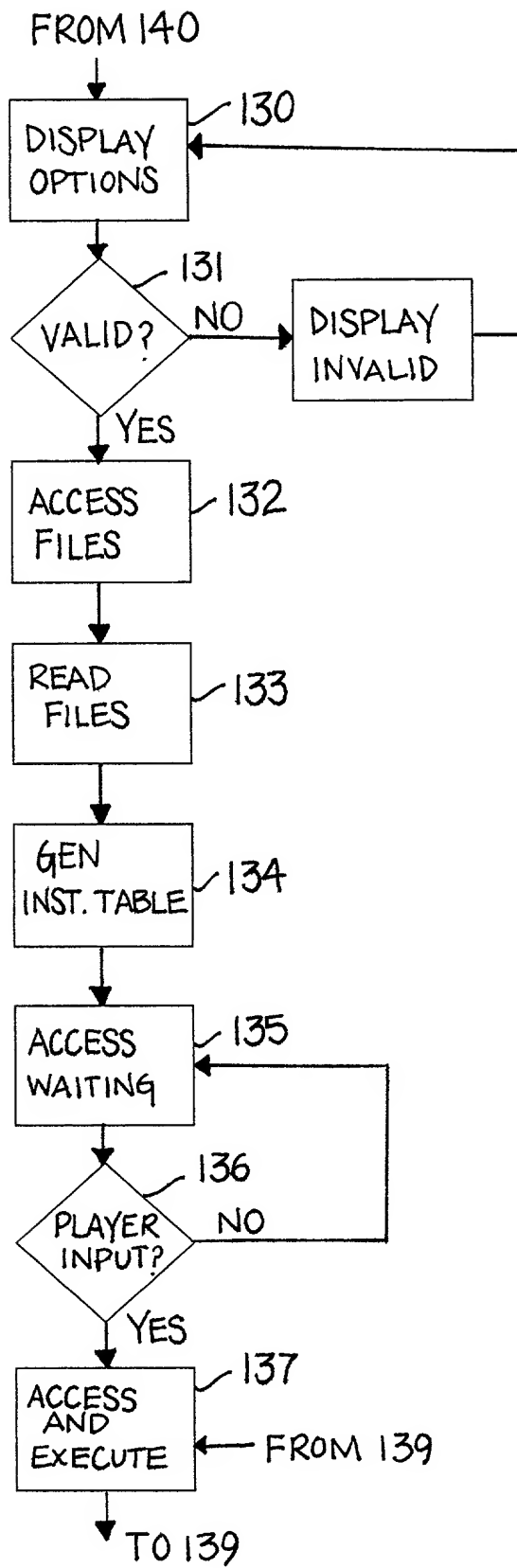


FIG 5A

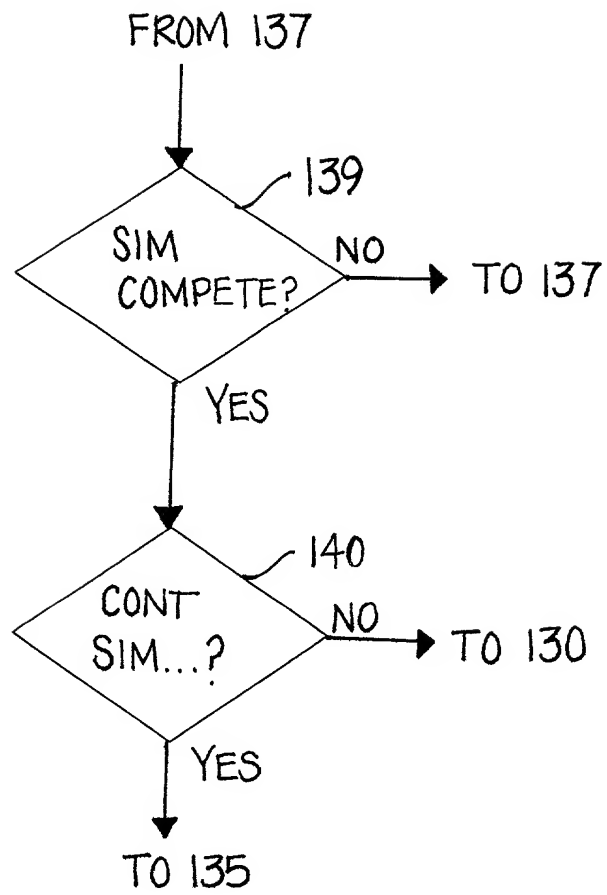


FIG 5B

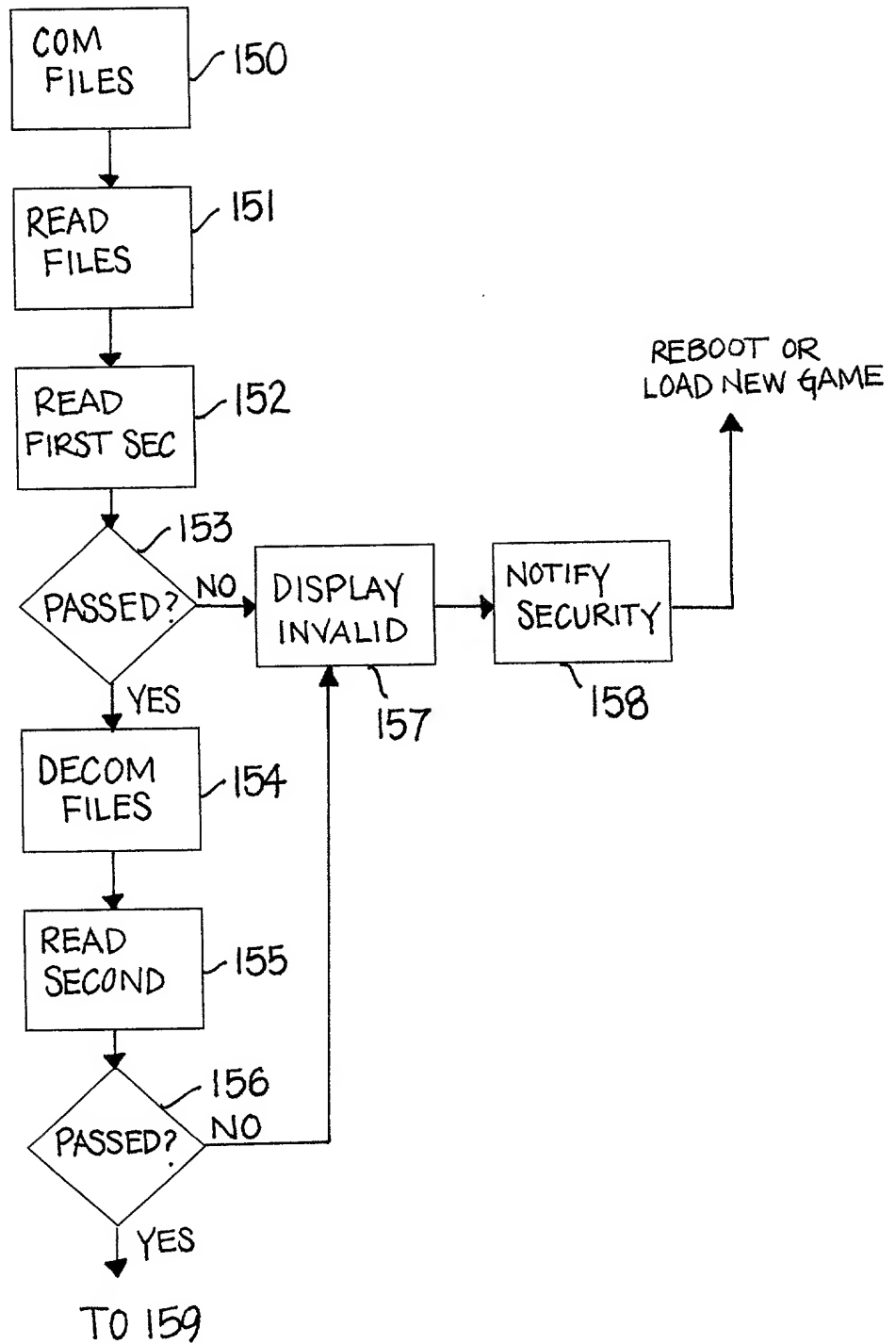


FIG 6A



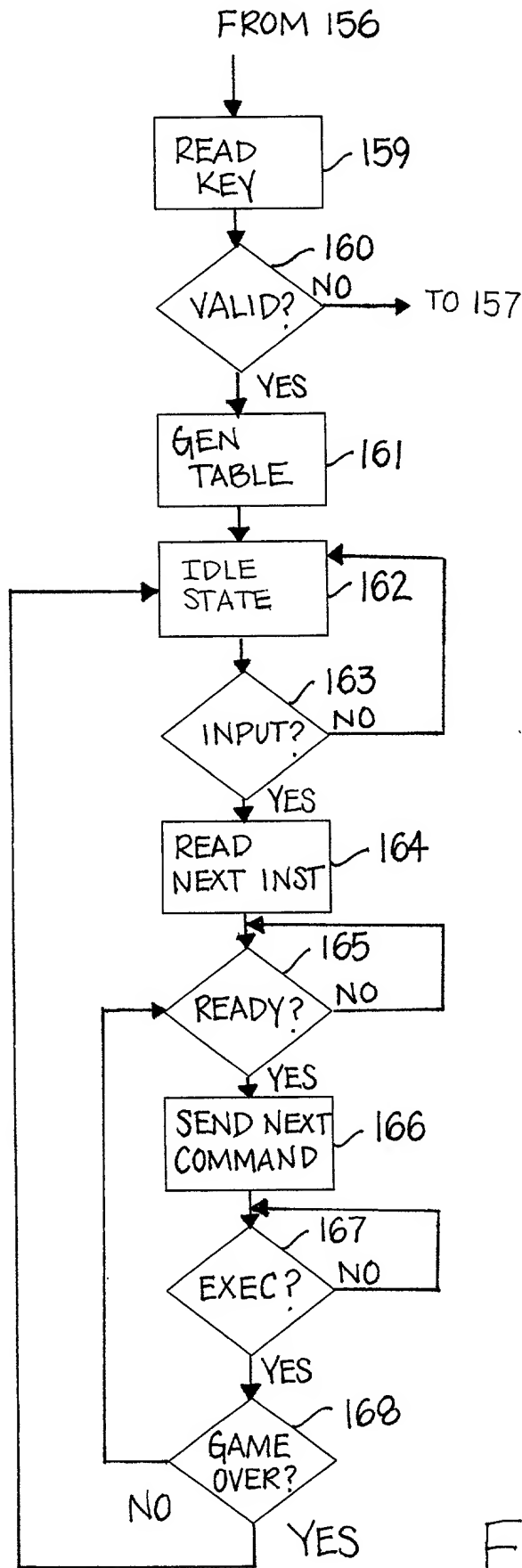


FIG 6B